Adding FPS Limiter?

Adding FPS Limiter?
by **Shadowalexia** » Tue Dec 29, 2009 1:41 pm

The title says it all.

Just thought it might be a nice addition since theres already an fps skipper

Shadowalexia
Junior Member

Posts: 6
Joined: Thu Nov 05, 2009 7:48 pm

Adding FPS Limiter?
by **Squall Leonhart** » Wed Dec 30, 2009 6:02 am

Audio > Output API > Sync game to audio.

Last edited by Squall Leonhart on Wed Dec 30, 2009 6:07 am, edited 1 time in total.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Adding FPS Limiter?
by **spacy51** » Wed Dec 30, 2009 7:39 am

Are you possibly talking about a limiter even for speedup?

Last edited by spacy51 on Wed Dec 30, 2009 7:40 am, edited 1 time in total.

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Adding FPS Limiter?
by **Squall Leonhart** » Thu Dec 31, 2009 9:58 am

it'd be nice if the throttle settings would control the turbo max speed

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Adding FPS Limiter?
by **Shadowalexia** » Sat Jan 02, 2010 3:12 pm

> Posted by spacy51 - 12-30-2009 10:39 PM
> Are you possibly talking about a limiter even for speedup?

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Maybe the general idea was behind the thought is since computers are advancing more and more there will be times when the normal settings wont be able to keep the emulator at 100%/60fps

At that point the soulotion could be in limiting the fps.

Hope that made sense [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

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> Posted by Squall Leonhart - 01-01-2010 12:58 AM
> it'd be nice if the throttle settings would control the turbo max speed

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Yes it would since not everybody want the same turbo speed.

Shadowalexia
Junior Member

Posts: 6
Joined: Thu Nov 05, 2009 7:48 pm

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